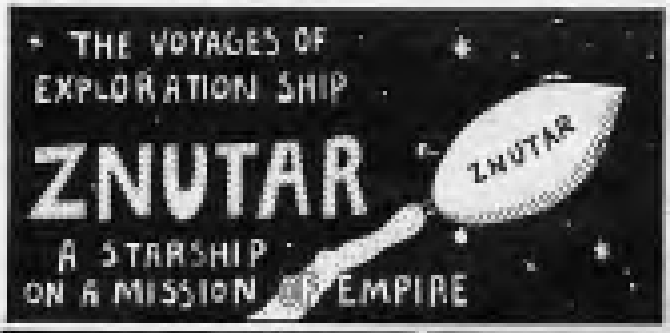
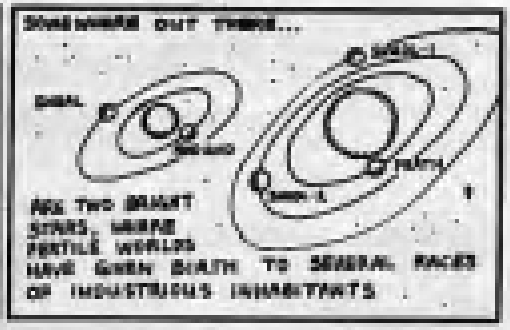
#5005

THE AWFUL GREEN THINGS FROM OUTER SPACE

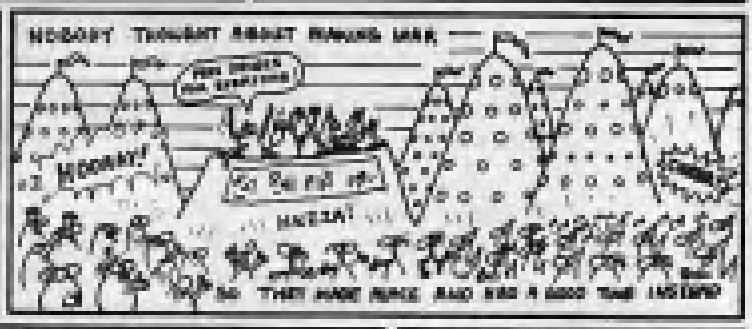
TSR Games
POB 756
Lake Geneva, WI
53147

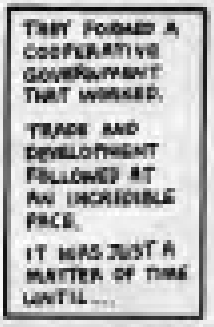
A PREPOSTEROUS SPACE GAME FOR 2 PLAYERS [illegible] TO ADULT. PLAYING TIME 30 TO 60 MINUTES

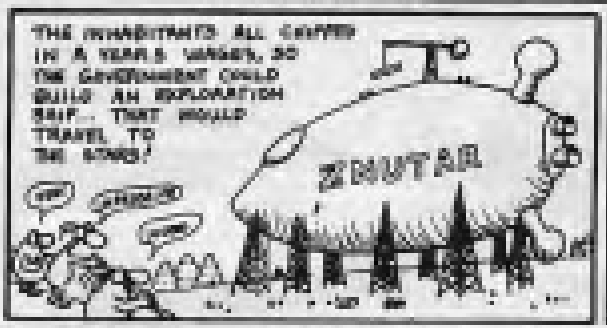

THE VOYAGES OF
EXPLORATION SHIP
ZNUTAR
A STARSHIP
ON A MISSION OF EMPIRE
ZNUTAR


SOMEWHERE OUT THERE...
SIRIUS
ARE TWO BRIGHT
STARS, WHERE
FERTILE WORLDS
HAVE GIVEN BIRTH TO SEVERAL RACES
OF INDUSTRIOUS INHABITANTS

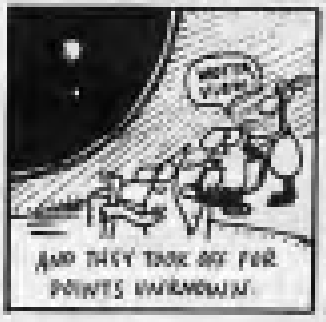
ALMOST
SIMULTANEOUSLY,
THE CREATURES OF
THE FIVE PRINCIPLE
WORLDS DISCOVERED
SPACE TRAVEL...
AND EACH OTHER!

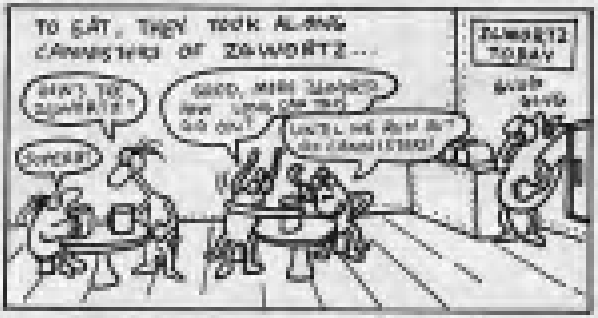

NOBODY THOUGHT ABOUT MAKING WAR
HOORAY!
HAZZA!
SO THEY MADE PEACE AND HAD A GOOD TIME INSTEAD


THEY FORMED A
COOPERATIVE
GOVERNMENT
THAT WORKED.
TRADE AND
DEVELOPMENT
FOLLOWED AT
AN INCREDIBLE
PACE.
IT WAS JUST A
MATTER OF TIME
UNTIL...

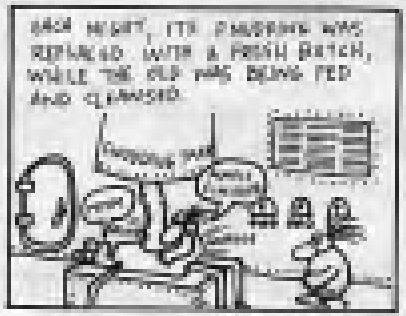

THE INHABITANTS ALL CHIPPED
IN A YEAR'S WAGES, SO
THE GOVERNMENT COULD
BUILD AN EXPLORATION
SHIP... THAT WOULD
TRAVEL TO
THE STARS!
ZNUTAR

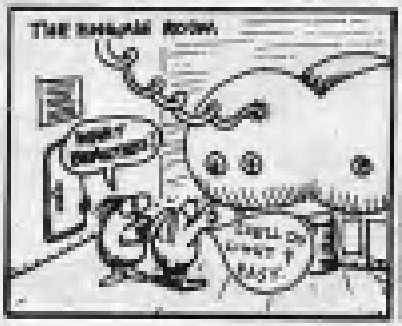
A MULTI-RACIAL CREW
WAS SELECTED FROM THE
VARIOUS SPACE FORCES
MEGALIANS
SABALITES
PRATHNS
&
REDHANDANS

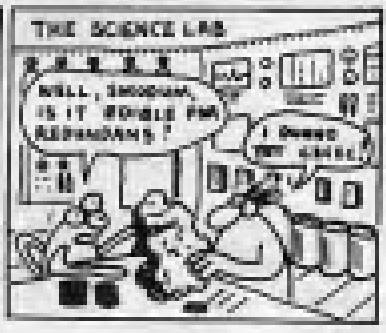

AND THEY TOOK OFF FOR
POINTS UNKNOWN.


TO EAT, THEY TOOK ALONG
CANNISTERS OF ZAWORTZ...
ZAWORTZ
TODAY
GOOD!

THEIR ARRIVAL WAS
THE MIRACLE OF
CURRENT SCIENCE
ZAP!
CLANK!


EACH NIGHT, ITS CREWMEN WAS
REPLACED WITH A FRESH BATCH,
WHILE THE OLD WAS BEING FED
AND CLEANSED.


THE ENGINE ROOM.
SHIP'S DOCTOR!
WELL DO WHAT I CAN!


THE SCIENCE LAB.
WELL, SMODDIN,
IS IT POSSIBLE FOR
REDHANDANS?

THE LOGBOOKS OF EXPLORATION SHIP
ZNUTAR
AN UNEXPECTED ENCOUNTER OF THE WORST KIND
SEVERAL YEARS HAVE PASSED.
THE ZNUTAR HAS LOOKED OVER MANY NEW WORLDS.
UNFORTUNATELY, ALL WORLDS THAT HAVE EXPLORED SO FAR HAVE BEEN FOUND UNSUITABLE...
LOOK AT THOSE FIREY MOUNTAINS!
THERE'S A PLACE TO LAND
ROAR!
THE MASTER
I THINK IT'S TOO SMALL
AGREE!
TO COMBAT BOREDOM, A LIVING SPACE WAS CONVERTED INTO A POOL ROOM.
CALL YER SHOT!
DON'T BE FUNNY!
THEN ONE DAY...
THE PROBE SAID THIS WORLD WAS SIMILAR TO SNARL!
DON'T WORRY, I HAVE SIX CASES WAIRED
A CHANCE TO BUY FRIENDS!
WHAT ABOUT ZOWORTH?
DID YOU BRING YOUR SPACE PISTOL?
NOTHING BUT WATER SO FAR....
THERE'S SOME ISLANDS
NEXT ONE
SUNRISE, ANOTHER ZOWORTH!
BELCH!
... AN' SO I CALLED A 47 BANK SHOT INTA SPARKS....
HEY LOOK!
THERE'S A BUNCH OF CRITTERS DOWN THERE!
QUICK! PUT 'ER DOWN!
THEY LOOK FRIENDLY... HAND ME MY SPEECH
HERE SIR
DON'T SHOOT ANY OF THEM, SARGE
SAVE THE GATHER YOUR BLA SAMPLES
CITIZENS OF THIS NOBLE PLANET WE COME FROM AFAR BLA-BLA-BLA...
I DON'T THINK THEY UNDERSTAND
IT DOESN'T MATTER I'M SUPPOSED TO READ THIS WHOLE THING ANYWAY.
BLA-BLA-BLA AND, AS A GESTURE OF GOOD WILL, I'D LIKE TO ASK FOR A VOLUNTEER TO RETURN WITH US TO SNARL
FLUTTER
THAT ALL LEFT?
NOT QUITE! THERE'S OUR VOLUNTEER
I FOUND THIS BEAUTIFUL GREEN ROCK
WITH SOME ROCK, AND THIS "VOLUNTEER," THE CAP'N SHOULD BE HAPPY
HMM...
OF COURSE NOT... ZOWORTH FOR CAPTAIN!
HEY, KEEP IT AWAY FROM THE ROCK
YOU DON'T THINK THEY UNDERSTAND US?

THE AWFUL GREEN THINGS FROM OUTER SPACE

A Game for 2 Players, Ages 12 and Up

By Tom Wham

Copyright 1979, The Dragon Magazine

One player assumes the role of the Awful Green Things and endeavors to take over the entire ship. The other player represents the ship's crew, who must struggle for their lives against an unknown menace. The crew are placed in the various compartments of the ship. Then the exact number and starting location of the monsters is determined, and the appropriate monsters are placed in various locations throughout the ship. The crew moves two members to an encounter with a Green Thing. The alarm is raised!

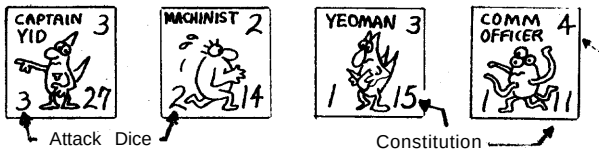
The monsters move first, each turn growing in number or stature, as they wander around the Znutar devouring crewmembers. The crew, in their turn, rush about, grabbing and trying the various weapons at their disposal . . . hoping that something will stop the Awful Green Things From Outer Space.

THE PLAYING PIECES

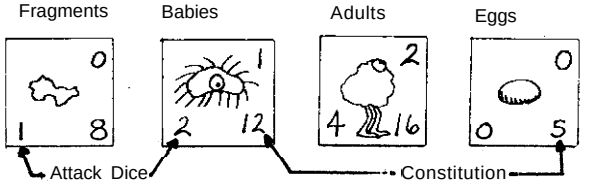
Alongside the playing board are printed an assortment of creatures, devices, and game markers. These are the playing pieces. To play the game successfully, these must be cut away from the game board, mounted on cardstock, and then cut out with scissors or an exactoknife. Another easy way to mount uncut counters is to carefully place them on the sticky side of a piece of Armstrong Self-Adhesive Vinyl Floor Tile. The tile is easily cut into pieces and the plastic counters that result have a nice feel.

There are four basic types of playing pieces:

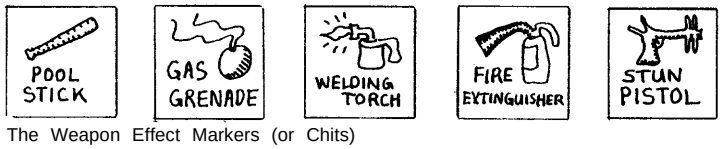
The Crew



The Awful Green Things



The Weapons



The Weapon Effect Markers (or Chits)

Attack Dice - The number of dice the monster or crewmember may roll when involved in hand to hand combat.

Movement Allowance - The number of areas that creature may enter on a given turn.

Constitution - The number which must be rolled or exceeded by attack dice in order to kill this creature.

THE PLAYING BOARD

The Playing Board is a cutaway view of the exploration ship Znutar. Pictured and identified by name are most of the important compartments and passageways. Hatches are shown by thick black lines in the walls. The monsters and the Crew are placed in the various compartments and may move from area to adjacent area if the areas are connected by a hatch or are adjacent portions of a passageway.

Alongside the Znutar is a series of drawings of the various weapons available to the crew. This is called the Weapons Display. As each weapon is tried, a weapon effect marker is drawn at random, and placed beside the picture on the Display. This denotes the effect of that weapon for the duration of the game. Certain areas in the ship also have a picture (or pictures) of a weapon printed beneath the name. This indicates that if a crewmember starts its turn in that area, it may grab one of that type of weapon.

INVENTORY OF GAME PARTS

This game should consist of the following components:

* The Playing Board
* The Rules Folder
* As many 6 sided dice as possible (5 or more)
* The Playing Pieces . . .

22 Crew, as follows: Captain Yid 3/27/3, 1st Officer 2/19/3, Communications Officer 1/11/4, Operations Officer 1/12/3, Engineering Officer 1/12/2, Supply Officer 1/11/2, Doctor 1/11/4, Cook 1/21/3, Engineer 2/13/2, Machinist 2/14/2, Coxswain 2/18/3, Pilots (2) 1/15/3 & 1/12/3, Yeoman 1/15/3, Marine Sergeant 3/21/3, Marines (2) 2/19/3 & 2/18/3, Medic 1/11/4, Technician 1/11/4, Sparks 1/16/3, Robot 4/44/1, & the Mascot 1/8/4.

74 Awful Green Things, in the following quantities: 12 Adults, 18 Eggs, 22 Babies, and 22 Fragments.

15 Weapon Effect Chits, as follows: 4x1 Die Fragments, Crow, Shrink, 2x5 Dice to Stun, 2x No Effect, 5 Dice to Kill, 2x4 Dice to Kill, and 2x3 Dice to Kill.

29 Weapons: 2 Welding Torches, 2 Stun Pistols, 3 Cans of Rocket Fuel, 3 Gas Grenades, 3 Knives, 3 Cannisters of Zgwortz, 2 Communications Beamers, 2 Pool Sticks, 2 Fire Extinguishers, 3 Bottles of Acid, 2 Hypodermics, and 2 Electric Fences.

PREPARE FOR PLAY

Backfold the Playing Board (fold the crease opposite the way it came) so that it will lie flat on the table. The Playing Pieces should be mounted and cut out as previously mentioned. The Crew Player sorts the 29 Weapons and places them in piles on the Weapons Display for use and re-use throughout the game. The monster player sorts the Awful Green Things into piles of Adults, Babies, Eggs, and Fragments, also for use and re-use throughout the game. The 15 Weapon Effect Chits are dropped into a cup and placed beside the board, to be drawn as needed during the game.

SETTING UP

Before regular play may begin, the following actions must be performed, in order:

1. The crew player places the crewmembers in various locations-about the ship (use the list which follows).
2. The Initial Monster Population must be determined (roll die and consult chart).
3. The monster player determines a starting location, and, beginning with that location, place one monster per area until the initial Population is all placed.
4. The crew must discover the monsters.

CREW STARTING LOCATIONS

Captain . . . . . Either Bridge
1st Officer . . . . . Either Bridge
Communications Officer . . . . . Either Bridge, Computer Room
Operations Officer . . . . . Life Support Center, Officer's Quarters

Engineering Officer . . . . . Engine Room, Pool Room
Supply Officer . . . . . Ship's Store, Ward Room
Doc . . . . . Sick Bay, Pool Room
Sparks . . . . . Either Bridge

Marines (2) . . . . . Pool Room, Sick Bay
Marine Sergeant . . . . . Pool Room, Mess Deck
Cook . . . . . Galley, Ward Room
Yeoman . . . . . Either Bridge

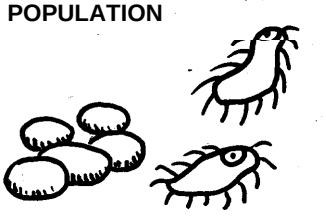
Medic . . . . . Sick Bay, Hospital Ward
Technician . . . . . Any Sensor
Engineer . . . . . Engine Room, Either Machine Shop
Machinist . . . . . Pool Room, Either Machine Shop

Coxswain . . . . . Mess Deck, Sick Bay
Pilots (2) . . . . . Crew's Quarters, Pool Room
Robot . . . . . Either Machine Shop
Mascot . . . . . Captain's Cabin

INITIAL MONSTER POPULATION

Monster Player rolls one die.

Die Roll	Population
1	6 Eggs, 4 Babies, 2 Adults
2	6 Eggs, 3 Babies, 3 Adults
3	5 Eggs, 4 Babies, 3 Adults
4	4 Eggs, 4 Babies, 4 Adults
5	2 Eggs, 5 Babies, 4 Adults
6	1 Egg, 6 Babies, 4 Adults

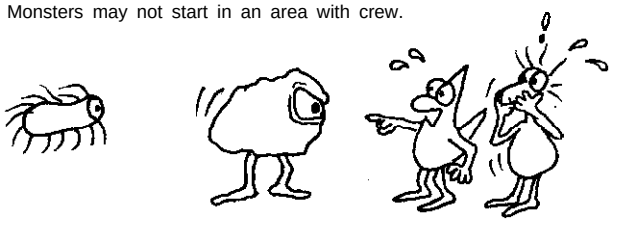


INITIAL MONSTER PLACEMENT

Once the starting population has been determined, the monster player again rolls a die to determine where to place the first monster. The remaining initial population is then placed, one per area, in any adjacent areas (connected by hatches or open passageway) until all are set up.

Die Roll	The first monster is placed in . . .
1	Main Cargo Hold
2	Science Lab
3	Scout Bay
4	Cockboat Bay
5	Saucer Bay
6	Choice of Above

Monsters may not start in an area with crew.



DISCOVERING THE AWFUL GREEN THINGS

Once all monsters are placed, the crew player must move one or two crewmembers up to their printed movement allowance, so as to discover the Awful Green Things. Discovery consists of moving into an area, or areas, containing an Awful Green Thing. Once in an area containing a monster, the two crewmembers may endeavor to kill it (them, if in two separate areas) via hand to hand combat (see ATTACKS). Whether this initial combat succeeds or fails, the alarm is raised and the game is on.

SEQUENCE OF PLAY

The Awful Green Things From Outer Space is played in game turns. Each game turn is composed of two player turns. During a turn, players move their pieces around the board, and attack each other in the following sequence:

Monster Player's Turn
1. GROW
2. MOVE
3. ATTACK

Crew Player's Turn
1. GRAB WEAPONS
2. MOVE
3. attack

Monster Player's Turn

1. GROW - All monsters of any one level, ie. Fragments, Babies, Eggs, or Adults are replaced with a monster of the next higher level. Fragments or Eggs grow into Babies, Babies grow into Adults, and Adults lay Eggs. If Babies are the chosen level, all Babies on the Board (except those which are stunned) are exchanged for Adults. Note: it is best to do this one at a time, otherwise one tends to forget where the pieces came from. Monsters which are stunned (as a result of prior combat) cannot grow. If there are not enough pieces to grow all creatures of a given level, only those monsters which can be replaced with the next higher marker (at the player's discretion) may grow on this turn. Players are restricted to the number of pieces provided with the game (see Inventory of Game Parts). An Adult is not removed when it grows. An Egg is simply placed on the board next to it.

2. MOVE - All Babies and Adults, which are not stunned, may be moved, even if they have just grown or laid Eggs. The monster player may move some, all, or none of these creatures on a given turn. Such moves must be made from one area to an adjacent area, connected by a hatch or open passageway. Babies may only move one area per turn. Adults may move up to two areas per turn. Eggs and Fragments do not move. Monsters may always leave an area containing crew or an Electric Fence. (see Weapons), but must stop immediately upon entering an area occupied by crew or fence.

3. ATTACK - Once all movement is completed, the Green Things may attack some, all, or none of the crewmembers which are in the same areas as monsters. Attacks are resolved, one area at a time, at the discretion of the attacking player. Each monster may use its attack dice once per turn. More than one monster-in a given area may attack a single crewmember. In such a case, all attack dice are rolled for one total. If the amount rolled equals or exceeds the constitution of the crewmember under attack, it is dead (remove from play). If an attack fails to achieve the desired result, there is no effect.

Each time a crewmember is eliminated, one of the monsters which attacked it, devours it, and immediately grows one level. If more than one monster was involved in such an attack, the monster player chooses which monster is to grow.

EXAMPLE OF A MONSTER ATTACK:

1. Monster player designates where the first attack is to be resolved: (Mess Deck).
2. Monster player allocates a certain number of monsters to attack chosen crewmembers in the area. Not all need to be attacked, but all attacks must be stated before any dice are rolled: (2 Adults attack the Cook, 1 Baby attacks the Mascot, and ignore the Pilot).
3. Dice are rolled, one combat at a time: (2 Adults vs the Cook roll 8 dice: 6,5,5,4,4,3,1,1 = 29 . . . 21 was all that was needed. The Cook is dead, remove from play, and the monster which devoured the Cook lays an Egg. 1 Baby vs the Mascot rolls 2 dice: 5,2 = 7 . . . an 8 was needed, the mascot has survived. All attacks in the Mess Deck have now been resolved).
4. Monster player designates where the next attacks are to be resolved, and so on.

Crew Player's Turn

1. GRAB WEAPONS - Before making any moves or attacks, all crewmembers may grab a weapon if they are in an area where a weapon is available. The specific areas where weapons may be obtained are listed on the Weapons Display and in the Weapons List which follows in the rules. Each crewmember (except the Mascot) may carry one weapon. Place the weapon beneath the crew counter to indicate possession. The crew player is limited to the number of weapon counters provided with the game (see Inventory of Game Parts). Any weapon dropped by a crewmember, or thrown, or left behind when it dies, is returned to the weapons pool on the Weapons Display. It is then immediately available for other crewmembers, but may only be grabbed again if it was dropped during this phase of the turn.

If two or more crewmembers begin their turn in the same area, they may trade or give each other the weapons they are holding.

A crewmember may hold a weapon but choose not to use it, opting for hand to hand combat instead.

The Mascot and the Awful Green Things may not use weapons.

2. MOVE - All crew have a movement allowance printed on the upper right corner of the playing piece. The movement allowance is the number of adjacent areas, connected by open passageway or hatches, that the crewmember may enter on a given turn. Smabalites move 2, Frathms and Snudalians move 3, Redundans and the Mascot move 4, and the Robot moves 1.

The crew player may move some, all, or none of the crew each turn. They are not required to move their full movement allowance and must stop when they enter an area containing monsters (even Eggs or Fragments) or an Electric Fence. They may always leave an area containing monsters or a fence.

3. ATTACK - In a manner similar to monster attacks, the crew player now resolves any crew attacks on the Awful Green Things, one area at a time. Crew members engaging in hand to hand combat (using their printed attack dice) must be in the same area as the monster(s) they are attacking. Crewmembers using weapons may be able to toss or fire their weapons into adjacent areas or down passageways. What any given weapon does to the Green Things is determined by drawing a Weapon Effect chit from the cup each time a weapon is used. Two weapons have an adverse effect on the crew present in the blast area. Rocket fuel does 5 dice to Kill crew, and a Gas Grenade does 5 Dice to Stun the crew.

WEAPONS

The crew of the Znutar are all capable of hand to hand combat with the Awful Green Things, using their attack dice. However, they will soon find themselves in trouble if this is the only way they try to deal with the monsters. Eventually they will be forced to use weapons.

There are two major types of weapons, hand held, and thrown: and two weapon effect types, individual effect, and area effect. Hand held weapons are carried by the crewmembers and are not returned to the Weapons Pool when used (Welding Torch, Stun Pistol, Communications Beamer, Hypodermic, Pool Stick, and Fire Extinguisher). Thrown weapons are returned to the Weapons Pool as soon as they are used (Can of Rocket Fuel, Gas Grenade, Cannister of Zgwortz, Bottle of Acid). The Knife may be carried or thrown, and the Electric Fence is always stretched across a given area. Individual effect weapons apply to only one monster, the one under attack. Area effect weapons are applied to all monsters in an area, or areas, under attack.

WELDING TORCH

Number Available: 2

Where Found: Machine Shops

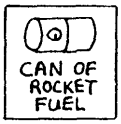
The Welding Torch effects only one monster per turn and may only be used when in the same area as the monster under attack.

STUN PISTOL

Number Available: 2

Where Found: Bridges, Damage Control Central

A Stun Pistol effects only one monster per turn but may be fired into any area that can be seen by the crewmember carrying it.



ROCKET FUEL

Number Available: 3

Where Found: Either Fuel Pod

An exploding can of Rocket Fuel effects all creatures in all areas covered by the blast. The blast is only stopped by hatches. Thus a can of Fuel that goes off in a passageway effects all creatures (including crew) in that passageway. Rocket Fuel does 5 dice to kill against crew. It is best tossed through a hatch into an adjacent area, but may be ignited in the same area as a crewmember (only the Robot can expect to live through this).

GAS GRENADE

Number Available: 3

Where Found: Damage Control Central

The gas from a grenade effects all creatures in all areas covered by the cloud. The cloud is only stopped by hatches. If a Gas Grenade is thrown into a passageway, all creatures (including crew) in that passageway are effected. Gas does 5 dice to stun the crew. A grenade may be tossed through a hatch into an adjacent area, or set off in the same area as the crewmember that was carrying it. The cloud immediately dissipates after attacks are resolved.

COMMUNICATIONS BEAMER

Number Available: 2

Where Found: Any Sensor

The Communications Beamer effects all monsters in the area into which it is aimed. It may be aimed into any area that can be seen by its operator. It effects only one area of the ship per turn.

HYPODERMIC

Number Available: 2

Where Found: Sick Bay

The Hypodermic effects only one monster per turn and may only be used when in the same area as the monster under attack.

POOL STICK

Number Available: 2

Where Found: Pool Room

The Pool Cue effects only one monster per turn and may only be used when in the same area as the monster under attack.

CANNISTER OF ZGWORTZ

Number Available: 3

Where Found: Mess Deck, Galley

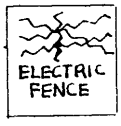
A Cannister of Zgwortz effects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewmember who is carrying it, or it may be tossed into an adjacent area.

FIRE EXTINGUISHER

Number Available: 2

Where Found: Anywhere (including passageways)

A Fire Extinguisher effects all monsters in the area into which it is fired. It may be used in the same area as the crewmember who is carrying it, or it may be fired into an adjacent area.



ELECTRIC FENCE

Number Available: 2

Where Found: May be set up anywhere

An Electric Fence effects all monsters who move into or remain in the area containing the fence. Monsters must stop when entering an area with a fence. After monster movement is complete, but before any attacks are resolved, a Weapon Effect chit is drawn for the fence, and applied to all monsters in that area. Any surviving monsters may leave the area on their next turn.

Crewmembers are not adversely effected by the fence, but must also stop movement when entering an area containing one. They may leave at their full movement rate on the next turn.

The crewmember who constructs the fence may not move or attack on the turn that the fence is being set up. To dismantle a fence (it happens), a crewmember must begin its turn in the same area as the fence to be dismantled.

KNIFE

Number Available: 3

Where Found: Galley

A Knife effects only one monster per turn. If wielded by hand, it may only be used in the same area as the crewmember who is carrying it. The Knife may be thrown into any area that can be seen by the crewmember.

BOTTLE OF ACID

Number Available: 3

Where Found: Science Lab

A Bottle of Acid effects only one monster per turn and must be thrown at the monster under attack. It may be used in the same area as the crewmember who is carrying it, or it may be tossed into an adjacent area.

WEAPON EFFECT CHITS

Since the Awful Green Things come from Outer Space, the crew of the Znutar do not know exactly what their weapons will do if used against these monsters. This is why the crew must randomly draw Weapon Effect Chits from the cup, each time a new weapon is used. Once a chit is drawn for a given weapon, it is placed in the box next to the illustration of that weapon on the Weapons Display. It remains the effect of that weapon on Awful Green Things for the rest of the game.

5 DICE [or 4 or 3 dice] TO KILL

The indicated number of dice are rolled against each monster under attack. If the result is equal to, or greater than the constitution of the monster under attack, it is dead (remove from play).

5 DICE TO STUN

Five dice are rolled against each monster under attack. If the roll equals or exceeds the monster's constitution, it is stunned (invert the piece) and may not grow, move, or attack on its next turn. A stunned creature wakes up (turn the piece face up again) after losing one turn. Stunned creatures are still subject to other forms of attack.

NO EFFECT

Nothing happens when this chit is drawn. The weapon in question is useless.

GROW

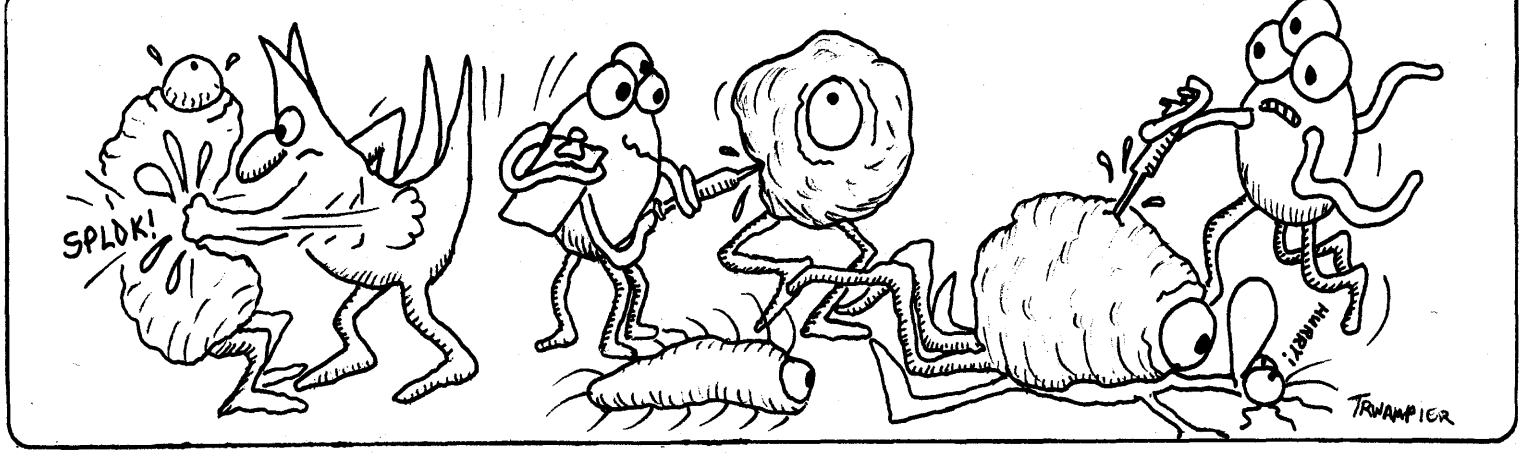
The monster, or monsters, under attack all grow up one level.

SHRINK

The monster, or monsters, under attack are all forced down one level. Adults are reduced to Babies. Babies are reduced to Eggs, Fragments are reduced to Eggs, and Eggs vaporize!

1 DIE FRAGMENTS

The monster, or monsters, under attack are blown to bits and removed from play. A die is rolled for each monster removed. The result is the number of fragments to be placed on the board where the dead monster was. More than one “1 Die Fragments” against a single monster, or monsters in a given turn results in only one die roll per monster, “1 Die Fragments” is not cumulative as are Dice to Kill. On a subsequent turn, however, a fragment (or fragments) could, themselves, be blown into further fragments.



MOVEMENT

During the movement portion of a player's turn, some, all, or none of that player's pieces may be moved around the ship. Each playing piece has a movement allowance printed in its upper right corner. This is the maximum number of areas in the ship that piece may enter on a given turn. Pieces may move less than their movement allowance, but may never exceed that number on one turn. The movement allowance may not be saved or applied to other pieces.

WHICH PIECES MAY MOVE -

Each turn, a player may move some, all or none or his or her pieces. Pieces are moved about the ship, from one area to another, utilizing their respective movement allowances. Pieces may move less than their movement allowance, but may never exceed that number one one turn. The movement allowance may not be saved or applied to other pieces.

HOW TO MOVE -

Both the crew and the monsters move about the ship, travelling from one area to an adjacent area, or areas. To be able to move from one area to another, the areas must be connected by either a hatch (thick black line in the wall) or open passageway (thin black line cut in the hall). A piece expends one movement point to enter an area.

MOVEMENT RESTRICTIONS -

Creatures may not leave the Znutar unless attempting a "crew escape". Creatures must always stop movement upon entering an area containing an opponent's creature, or creatures. All creatures must stop upon entering an area containing an electric fence.

STACKING

Any number of pieces, from one or both sides, may occupy the same area, There is no "Stacking Limit"

ATTACKS

There are two basic types of attacks in the game. Hand to hand attacks, which may be made by monsters and by the crew (using their printed attack dice), or weapon attacks, which can only be made by the

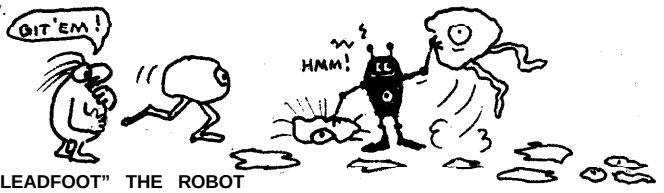
HAND TO HAND ATTACKS

To make a hand to hand attack, a creature must be in the same area as the creature to be attacked. Each creature may attack only one other creature in a turn, regardless of how many dice it has.

The attacking player may choose to attack one, some, all or none of the opposing creatures in a given area. If several creatures attack one creature, all attack dice are added together. If the total rolled equals or exceeds the constitution of the creature under attack, it is dead (remove from play).

MONSTER GROWTH DURING ATTACKS

Each time a Green Thing, or group of Green Things, kills a crewmember, one of the monsters devours the body and immediately grows one level. If more than one monster attacked, the monster player may choose which monster is to grow.



"LEADFOOT" THE ROBOT

Because of the way the Robot makes salad out of the Green Things, they all view Leadfoot as their most serious threat. Any time monsters are in the same area as the Robot, all monsters in that area must attack only the Robot.

WEAPON ATTACKS

When a weapon is used by the crew against the monsters, a weapon effect chit is immediately drawn for that weapon and placed next to the illustration on the Weapons Display. Since attacks are resolved one at a time, on a area by area basis, it is possible for the crew player to discover the effect of a weapon in one area and avoid using that same weapon in another area, if it fails to produce the desired result. It is advisable to test untried weapons only on one monster at a time, or the crew may be overwhelmed by Fragments.

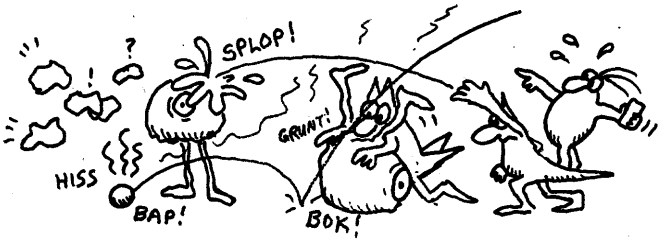
The hatches on the Znutar are all automatic and open and close easily. Thus it is possible for a crewmember to stand at a hatch, open it momentarily and fire or throw a weapon into the next room or passageway. Line of fire is never blocked by intervening creatures. A crewmember with a stun pistol could open a hatch at one end of a passageway, fire through a group of monsters and crew, and hit a target at the far end of that passageway.

USING SEVERAL WEAPONS AT ONCE

Sometimes many weapons, both tried, and untried, become involved in a large battle. When this happens, all rules still apply and the various weapon effects are applied to the monsters in the following order:

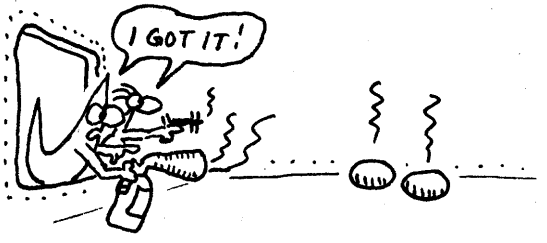
1. Grow
2. Shrink
3. Dice to Kill (this includes hand to hand attacks)
4. 1 Die Fragments
5. 5 Dice to Stun

If several weapons are used on a given monster, or group of monsters, and the crew player already knows what the weapons do to Green Things, all similar results are added together. All dice to kill and all dice to stun are totaled. If a weapon which causes the monsters to shrink is used, it is applied to the target first. Then dice to kill are rolled. Finally, any dice to stun are rolled against the monsters.



EXAMPLE: 2 Adults and 5 Fragments are in the Mess Deck as a result of a prior Fragment result with a Stun Pistol. The crew has jumped in with a Gas Grenade (known to do 3 Dice to Kill), 2 Cannisters of Zgwortz (known to do 5 Dice to Stun), and the Marine Sergeant has entered bare handed for a fist fight. The Gas Grenade will do a basic three dice to kill against all the monsters. The Marine Sgt. attacks one Adult and the 2 cannisters of Zgwortz are thrown at the other. 6 dice (the gas and the marine) are rolled against the first Adult and it is killed. 3 dice are rolled against the other adult (the gas), but fail to kill it. The Fragments are all killed by successful dice rolls for the gas. Finally, 10 Dice to Stun (the two cannisters of Zgwortz) are rolled against the surviving Adult and it is put to sleep for a turn. Now, 5 Dice to stun (the effect of gas) are rolled against all crew in the area.

If two or more untried weapons are used on a single monster, or group of monsters, a weapon effect chit is drawn from the cup. This is the effect of all those weapons **for this attack only.** As soon as the attack is resolved, the chit is returned to the cup. The crew has not discovered the effect of any weapon.



EXAMPLE: 2 Adults and a Baby are hiding in the Science Lab. Captain Yid and Sparks open the hatch and fire both a Fire Extinguisher and a Stun Pistol into the area. The pistol is aimed at one of the adults. These weapons have never been used before, so only one chit will be drawn for both weapons. The chit drawn is "Shrink". The Baby is reduced to an Egg, as is the Adult that was fired at by both the Fire Extinguisher and the Stun Pistol. The other Adult is reduced to a Baby, and the chit is returned to the cup. If another Fire Extinguisher is used in a different area on this turn, a new chit is drawn for its effect.

HOW TO WIN

Victory is determined by a system of victory points, which are awarded under the following conditions:

If the Awful Green Things take over the Znutar, the Monster Player scores 111 points.

If the crew successfully fights off the Green Things, the Znutar is assumed to return home safely and the crew player scores victory points equal to the total constitution value of any surviving crew. The Robot and the Mascot do not count towards Victory Points.

If part of the crew escapes in any or all of the ships boats (see CREW ESCAPE), the crew player scores a victory point for each constitution point of surviving crew that makes it home (excluding the Robot and the Mascot).

The player with the high score wins. If one player wins by a whole lotta points, it is called a super victory. If a player wins by just a few points, it is called a near thing. If you are rich, you can gamble with this system. I recommend $100.00 per point.

CREW ESCAPE

When none of the weapons work, and the robot and most of the crew are dead, it may become apparent that the remaining crew doesn't stand a chance of stopping the Awful Green Things. At a time like this, any crew who can make it to the ship's boats may leave the Znutar and attempt to get back home on their own. The Scout will carry up to 2 crewmembers, the Saucer 4, and the Cockboat will carry any number.

To leave, the crewmembers simply move into the appropriate boat bay, climb aboard the boat, and leave during their attack phase. Any monsters in the boat bay may be ignored. All boats need not leave on the same turn.

Once the crew leaves in boats, they concede 111 Victory Points to the monsters. They are gambling that some of them will make it home with the sad news about the fate of the Znutar.

Each boat which escapes must be guided through the . .

EPILOGUE

What follows is a series of events, each of which is followed by a decision or a die roll which takes the boat and its crew to the next event. If an event calls for the death of a crewmember, select one at random from those in the boat.

1. Set course: Straight for Snudl-1, go to #7
   For last planet visited, go to #3.
2. Travel through space for 1 year, roll die: 1,2,3 go to #7
   4,5,6 go to #8.
3. Land on previously explored world, roll die: 1,2,3 go to #4
   4,5,6 go to #6.
4. Encounter hostile natives: Run Away? go to #8
   Fight them? go to #5.
5. Battle! Roll one die. This gives the strength of the natives. Each native may roll 1 die. Crew rolls all attack dice. Natives roll all attack dice. If the crew rolls high, go to #6. If the natives tie, or roll high, one crewmember dies, then go to #4.
6. Replenish food and fuel supply, roll 1 die: 1,2,3 go to #2
   4,5,6 go to #12.
7. Travel through space for 2 years, roll die: 1,2,3 go to #13
   4,5,6 go to #14.
8. Boat lost, roll die: 1,2,3 go to #9
   4,5,6 go to #13.
9. Boat nearing a Black Hole, roll die: 1,2,3 go to #2
   4,5,6 go to #11.
10. Pass through cosmic cloud, roll die: 1,2,3 go to #8
    4,5,6 go to #15.
11. Boat disappears with crew, all lost.
12. Boat reaches Snudl-1 Safely/
13. Land on a strange planetoid, roll die: 1,2,3 go to #6
    4,5,6 go to #15.
14. Travel through space for 4 years, provisions and fuel running low, crew will starve to death in two more years unless reprovisioned (must get to Snudl-1 or #6). Set course: Straight for Snudl-1, go to #2
    Previously explored world, go to #3.
15. Strange disease, roll 4 Dice to Kill against boat crew. If any survive, roll die:
    1,2,3 go to #6
    4,5,6 go to #7.

DESIGNER'S NOTES

I wish to make it perfectly clear that I have not been to see the movie "Alien".

I did, however enjoy the movie "Green Slime". If you manage to catch it on the late show some night, its sure to put in the mood for a game of Awful Green Things. Other inspiration came from the many space operas that I've read involving a struggle with aliens for control of a starship. There are quite a few of these, you know.

Now for some strategy tips.

For the Crew Player - As quickly as possible, grab as many weapons as you can get, even if you don't use them. You may need them later. Judiciously test each weapon on one monster at a time whenever possible. Nothing is more discouraging than a passageway full of 22 Fragments. The crewmembers with 2 and 3 attack points are best employed in hand to hand combat, leaving the weapons to the weaker crewmembers.

For the Monster Player - On the first turn, attack as many crew as possible. You can replace your losses, the crew can't. Once the crew has found a good area effect weapon, disperse as many monster as you can spare to quiet areas of the ship to lay lots of eggs. Unless the Robot is giving you a lot of trouble, it is best to leave it alone. Its slow movement rate generally allows you to run away, and it takes at least 5 adults for a good chance to kill it.

CREW SURVIVAL

A three minute, solitaire, micro-module.

For those of you with only a minute or two in which to play a game . . . Sort out the crew members and turn them all face down. Roll one die and draw that number of crew from the pile. If you roll a 1, roll again, and take that many more from the pile. If you have 4 or less crew, they all escape in one boat. If you have 5 or more crew they may escape in two different boats. Now run your boat(s) through the epilogue. You win if you successfully return any crew to Snudl-1. Each crewmember which "survives" is worth one point.

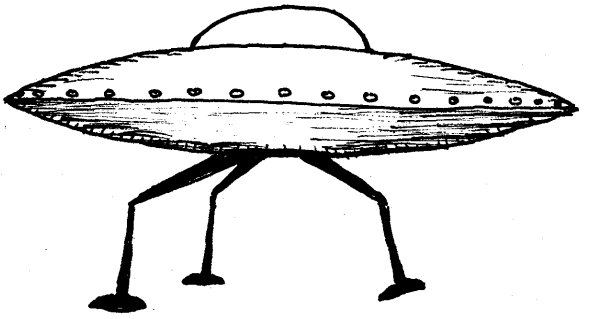
CREDITS

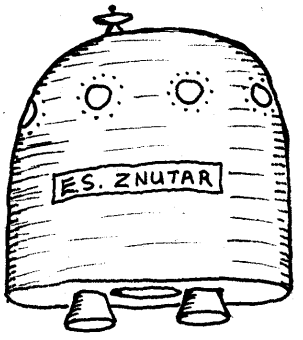
Game Design and Art: Tom Wham

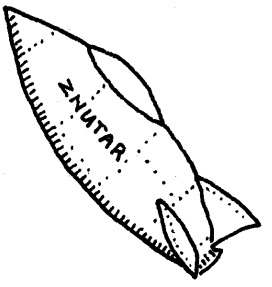
Development, Playtesting, and other venerable aid: Rob Kuntz, Gary Gygax, Ernie Gygax, Jim Ward, Ollie, Will Niebling, Luke Gygax, Lawrence Shick, Jeff Leason, Ralph T. Williams, Tim Kask, Gary Jaquet, and Zelda.

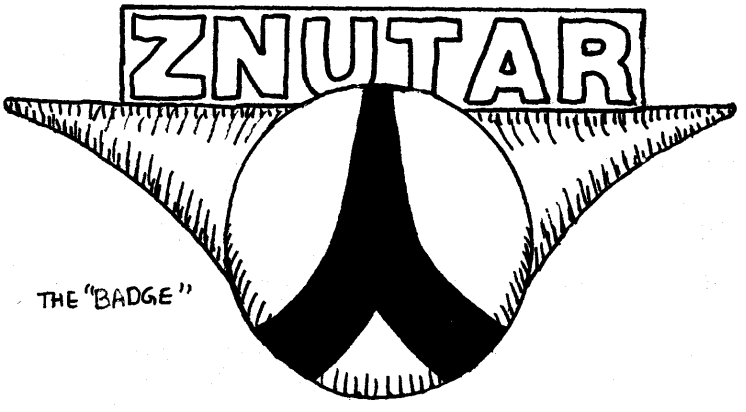
OFFICIAL ZNUTAR CUTOUTS

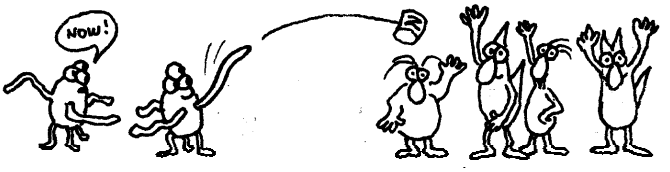
THE SHIP'S BOATS











THE AWFUL GREEN THINGS FROM OUTER SPACE

BRIDGE
MAIN CARGO HOLD
#2 BRIDGE
#2 SENSOR
#1 FUEL POD
CAPTAIN'S CABIN
SHIP'S STORE
POOL ROOM
CREW'S QUARTERS
COMPUTER
OFFICER'S QUARTERS
WARDROOM
GALLEY
MESS DECK
SCIENCE LAB
ENGINE ROOM
#1 SENSOR
AFTER MACHINE SHOP
ATM. PROBE CONTROL
LIFE SUPPORT CENTER
MACHINE SHOP
DAMAGE CONTROL CENTRAL
SICK BAY
HOSPITAL WARD
ATMOSPHERE PROBE LAUNCH
SAUCER BAY
COCKBOAT BAY
ES ZNUTAR
ZNUTAR
SCOUT BAY
CREW'S QUARTERS
CREW'S QUARTERS
#3 SENSOR
#2 FUEL POD

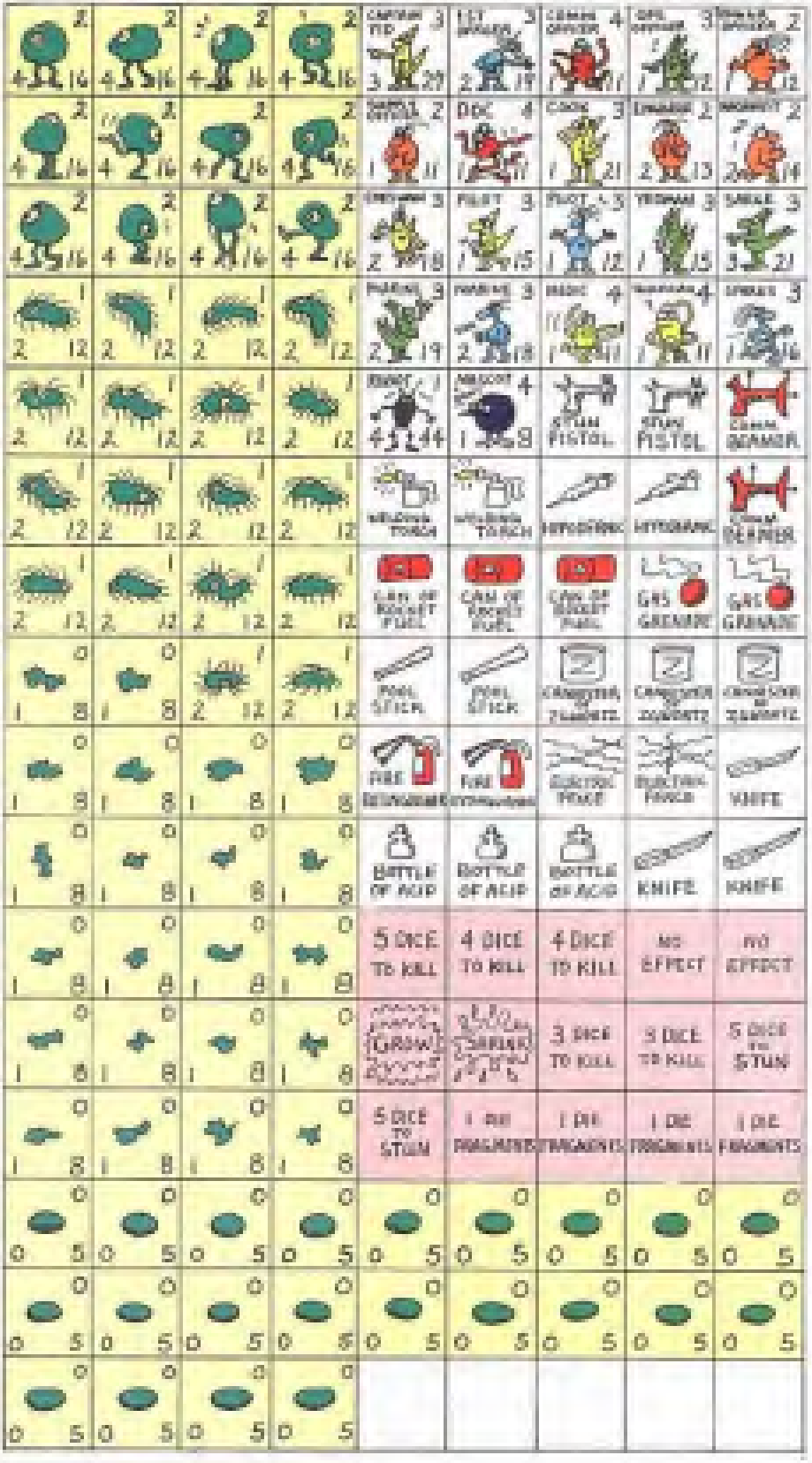
MACHINE SHOPS	WELDING TORCH
EITHER BRIDGE	STUN PISTOL
FUEL PODS	CAN OF ROCKET FUEL
DAMAGE CONTROL CENTRAL	GAS GRENADE
SENSORS	COMM BEAMER
SICK BAY	HYPODERMIC
POOL ROOM	POOL STICK
GALLEY MESS DECK	CANNISTER OF ZGWORTZ
ANYWHERE	FIRE EXTINGUISHER
ANYWHERE	ELECTRIC FENCE
GALLEY	KNIFE
SCIENCE LAB	BOTTLE OF ACID

SEQUENCE OF PLAY

MONSTER PLAYER'S TURN
1. GROW
2. MOVE
3. ATTACK

CREW PLAYER'S TURN
1. GRAB WEAPONS
2. MOVE
3. ATTACK

Wham


5 DICE TO KILL
4 DICE TO KILL
4 DICE TO KILL
NO EFFECT
NO EFFECT
3 DICE TO KILL
5 DICE TO STUN
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1 DIE FRAGMENTS
1 DIE FRAGMENTS
1 DIE FRAGMENTS
1 DIE FRAGMENTS
KNIFE
KNIFE
GAS GRENADE
GAS GRENADE
FIRE EXTINGUISHER
FIRE EXTINGUISHER
ELECTRIC PROD
ELECTRIC PROD
BOTTLE OF ACID
BOTTLE OF ACID
BOTTLE OF ACID
STUN PISTOL
STUN PISTOL
LASER BEAMER
LASER BEAMER
HYPODERMIC
HYPODERMIC
CAN OF ROCKET FUEL
CAN OF ROCKET FUEL
CAN OF ROCKET FUEL
POOL STICK
POOL STICK
CRANKSHAFT OF ZUGARTZ
CRANKSHAFT OF ZUGARTZ
CRANKSHAFT OF ZUGARTZ
FLAMETHROWER
FLAMETHROWER
BLOWTORCH
BLOWTORCH
GROW
SHRINK

THE AWFUL GREEN THINGS FROM OUTER SPACE

TSR Games
POB 756
Lake Geneva, WI 53147

The Game Wizards

Strange creatures have infested the ship. Crewmembers mysteriously disappear. This has been the popular theme for many a space opera and B-grade science-fiction movie. Now, 2 players can have the chance to battle for control of a starship in a game exciting and fun for both children and adults.

Play is quick and amusing in this irreverent game, as one player assumes the role of the crew aboard the famed exploration ship **Znutar.** The crew must discover and destroy the monsters that have insidiously invaded their ship. They grab an assortment of weapons (from gas grenades to cannisters of zgwortz) to help in the task, but what will their devices do to these monsters? Fear spreads throughout the crew as the first weapons tried prove futile against the Awful Green Things! Meanwhile, the Green Things must try to corner and devour the crew before they rally and find a good weapon to use.

Each game is different from the last. The hapless crew of the **Znutar** never know what their weapons will do until tried. Separate effects counters allow different results with each game. A fire extinguisher may wipe out an entire colony of Green Things, it may do nothing, or it may actually make them grow! To counter this, the monsters may multiply — increasing in number or ferocity each turn. For crew and monsters alike, the game is a race against time.

Games average about 30 minutes to 1 hour in length. With constant change and unusual surprises, strategies are fast and flexible. **THE AWFUL GREEN THINGS FROM OUTER SPACE** never grows stale!